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O₂ X2 user guide



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Welcome

Your new O₂ X2 mobile features the latest in handset technology. It's one of the best, most up-to-date ways to stay in touch, have fun, get things done and much more.

As well as a dazzling 65,000 colour screen, your new mobile features an integrated camera, picture messaging, polyphonic ring tones, stunning games and is also a tri-band handset so you can use your O₂ X2 in the USA and Canada. Plus with its handy Organiser and Phonebook you'll be in full control of your contacts.

You can also access the fantastic O₂ Active™ service using the latest technology. Up-to-the-minute information is at your fingertips wherever you are and whenever you need it*. Access O₂ Active† by pressing and holding  and you can access the following and much more:

- Plan your night out with Time Out
- Play fantastic colour games



* Subject to network coverage.

† Terms and conditions apply. See www.o2.co.uk

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- Download the latest pictures from the O₂ Media Messaging gallery and send them to your friends



This guide will help you get the most from your new mobile – and all the fantastic features of the O₂ network.

About the user guide

This user guide relates only to the O₂ X2.

Please note that a small proportion of the functions available differ between Pay & Go and Pay Monthly customers.

O2 do not suggest in any way that the celebrities featured in this guide are endorsing O2 products or services.



Chapter 1

Before using your mobile

- Package contents
- Handset description
- External display
- Main idle screen
- Icons
- Function keys
- Navigation key

Package contents

Thank you for purchasing this product. Please check the product contents to see if you have all the available items as shown below.



Mobile phone



Charger



Hands-free kit



Standard battery



Manual

Handset description

Closed view



Status indicator light

The status indicator light has the following functions:

- Flashes blue when your mobile detects a network or is charging
- Flashes purple when the battery is fully charged
- Flashes blue rapidly for incoming and outgoing calls

Please note

To turn off the status indicator light, you must start up the power saving mode. Please refer to [Settings – Power saving mode](#).

Inside view



Side and back views



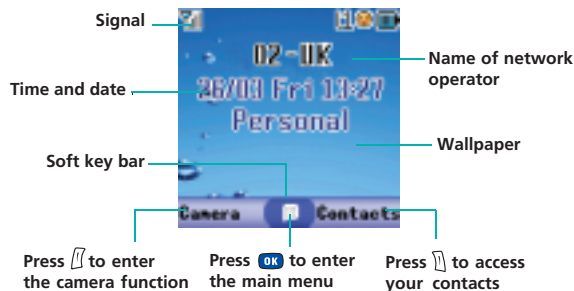
External display

When the flip is closed, the external display's status bar will show icons for network signal strength, battery power, alarm (if active), the current time and the current profile in use. The external display can also alert you to incoming calls, text messages and missed calls.

Please note:

- To set the time on the external display, please refer to page 153
- In the default setting, the external display will show the time. The external display will then temporarily power off. You can turn it back on by pressing the volume keys on the side of your mobile
- You can set the external display's cycling mode, for further information please refer to page 162
- To choose the animations that are shown on the external display, please see page 162

Main idle screen



Icons

The icons below appear on the external display and/or the main display.

-  **Signal strength** – The number of bars shows signal strength
-  **Battery** – Current battery charge level
-  **GPRS network** – GPRS services have been activated on your SIM card
-  **Message** – Shows that a text message or media message has been received or that there are unread messages. If the icon appears in red on the main display then your message memory is full
-  **WAP message** – You've a WAP message (This icon will only appear when there are no incoming or unread text and media messages)
-  **Voicemail** – Indicates that you have Voicemail messages
-  **Alarm** – Appears when an alarm is set

-  **Line in use** – Shows the number of the line currently in use
-  **Vibrate** – Appears when vibration is set as a ring tone. In the standby screen, press and hold  to activate the silent profile
-  **Normal** – Shows the Normal profile is in use. To set a different profile please refer to page 155
-  **Meeting** – Shows that the Meeting profile is in use
-  **Outdoors** – Shows that the Outdoors profile is in use
-  **Personal** – Shows that the Personal profile is in use
-  **Hands-free** – Shows that the Hands-free profile is in use
-  **Divert** – Appears when the call divert function is active
-  **Roaming** – Indicates roaming has been activated (It is not your regular network)

Function keys

Power on/off key 	• Long press to turn your mobile on/off • Press to reject an incoming call or cancel a call being dialled
Send/Answer key 	• Press to dial or answer a call • Press to access the list of the last missed/dialled/received calls
OK key 	• Press to open up the main menu
Left soft key 	• To access the camera function
Right soft key 	• Press to access your contacts • Press to delete entered digits • Press and hold to turn the silent profile on or off
Navigation key 	• To browse through the menu

O₂ Active key 	• To access O₂ Active
Asterisk key 	• To insert an asterisk • Press and hold to select +
Voicemail 	• Press and hold to access your Voicemail
# key 	• To insert #
Alphanumeric keys 	• Press to enter a digit • Shortcut keys – press and hold to immediately access a function
Volume key 	• To adjust the call volume • When there is an incoming call, press and hold the upper portion of the volume key to reject the call; press and hold the lower portion to silence the ring tone for an incoming call

Navigation key

When in standby mode, the navigation keys can be used to access shortcuts we have set up for you.



Left – To create a text message



Right – To access your profiles



Up – To access the main menu



Down – To access the main menu





Chapter 2

Preparing your mobile for use

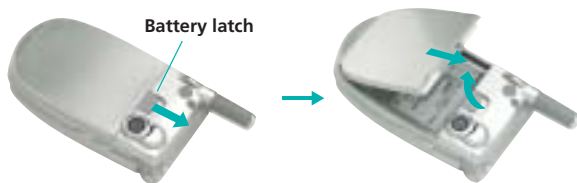
- Inserting your SIM card
- Using the battery
- Charging the battery
- Important battery information

Inserting your SIM card

To use your mobile, a SIM card is required at all times – this contains important information about your mobile and network. The message **Insert SIM** appears when the SIM card is not installed.

Please take care of your SIM card and don't keep it near magnetic and electronic devices as this can interfere with data storage and network operations.

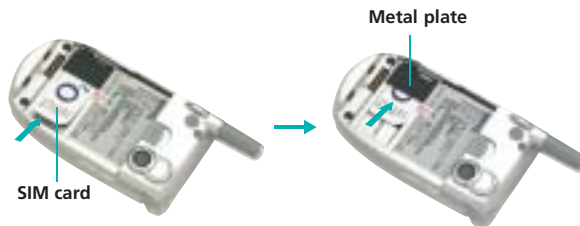
- Turn your mobile over and release the battery latch
- Lift the battery off the mobile



Please note:

Do not remove the battery when the mobile is on. Doing so could cause you to lose personal settings or data stored either on your SIM card or in the mobile's memory.

- Slide the SIM card in under the metal plate in the SIM card slot, with the SIM card's metal contacts facing down and the cut corner at the top left



Please note:

A SIM card can be easily damaged if its metal contacts become scratched. Therefore, take special care when holding or inserting it.

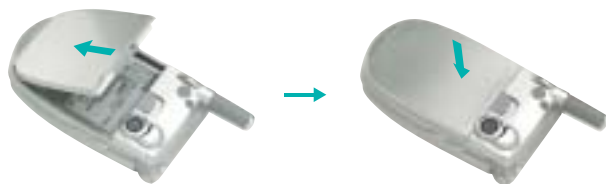
If you wish to remove the SIM card, you must first press down the stay, then push the SIM card out of the slot.



Using the battery

Installing the battery

Insert the bottom of the battery into the groove at the bottom of the mobile. Then push down the battery until it locks into place.



Removing the battery

Pull down the tab with one hand and then lift the top of the battery to separate from the mobile.

Please note:

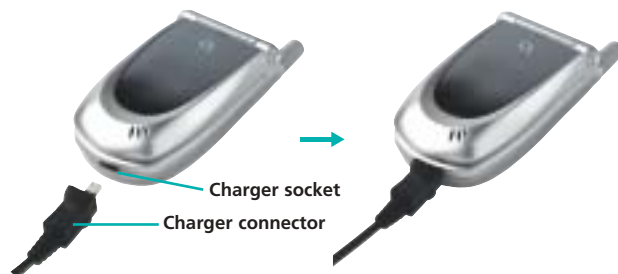
The battery must be securely placed in the battery compartment. If the battery is improperly inserted your mobile will not turn on or the battery may slip off during use.

Charging the battery

Power connection

Insert the charger's contact point into the slot and plug the charger in at the socket.

Please ensure you insert the charger the right side up.



Please note:

Before you use the battery for the first time, make sure you charge it for at least four hours. Charging the battery fully each time will help prolong its lifetime – and is much better than frequent short bursts of charging.

Important battery information

Charging status

If you charge your mobile;

- whilst it is turned off, the external and main displays will be activated, and the status indicator light will flash blue
- the lines showing the battery power level  will scroll until the battery is fully charged
- whilst it is turned off, the main display shows the animation 
- whilst it is on, the main display shows the  icon. The lines showing the battery power will scroll until the battery is fully charged

When the battery is fully charged the status indicator (please refer to page 3) will flash purple.

When the battery is out of power, your mobile will play an alert sound to remind you to recharge it and will then automatically turn off.

Please note:

Do not remove the battery while your mobile is charging.

- Never store a battery near a fire
- Don't attempt to take the battery apart. Only use the battery approved by the manufacturer
- Never touch the battery terminals with a metallic object, as this can lead to short circuiting. Take special care when carrying a battery in your pocket
- Misuse of the battery can lead to burns from hot temperatures and even explosion. Never drop or apply any physical shock to the battery as it may damage the battery and even cause fire
- Please keep your battery out of children's reach and in a dry and cool area
- Store and charge your battery at room temperature. Extremes of temperature can prevent full charging and affect battery life and performance
- Since a battery is an expendable product, the operating time will gradually decrease through use
- Keep the terminals of the battery clean and dry
- When there is risk of lightning, remove the charger's plug from the socket to protect the mobile



Chapter 3

Basic functions

- Turning your mobile on and off
- Menu navigation
- Basic functions
- Voicemail

Turning your mobile on and off

Turning your mobile on



When the SIM card is installed

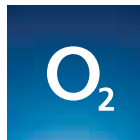
- Open the mobile's flip
- Press and hold  until the screen turns on
- When your mobile is PIN protected, **PIN1 Code** is displayed on the screen
- Enter the 4-digit PIN to unlock the mobile, then press **OK**
- Your default PIN code is **4321** or **5555***
- You can now use your mobile

Please note:

If you enter an incorrect PIN code three times in succession, your SIM card will lock and you must enter the PUK code to unlock it. Please contact O₂ Customer Service.

* Please see page 171 for further information on PIN codes.

Turning your mobile off



When the SIM card is installed

- Press and hold  until the screen turns off

Please note:

- If the message **LOW BATTERY WARNING POWER OFF** is displayed, the mobile will turn itself off. You will need to charge the battery
- If the battery is removed whilst the mobile is on, any unsaved messages could be lost and the SIM card's memory might be damaged

Menu navigation

- When your mobile is in standby mode, press **OK** to access the main menu
- Scroll to the menu you require by using 
- Press **OK** to enter the menu highlighted

The main menu item to which you have scrolled will be displayed as an animation.

The name of the main menu item you have scrolled to.

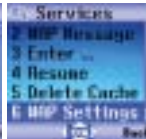


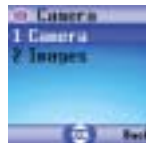
Each icon represents a sub-menu.

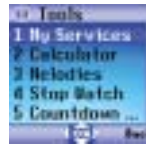
Indicates that pressing  will return the display to the standby screen.

- Press  to go back or press  to return to the standby screen

Main menu map

Select	To enter
 Messaging	 
 O ₂	 
 Calls	 

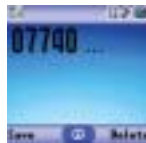
Select	To enter
 Contacts	  When using the phonebook stored in your SIM card's memory, the seventh item is SIM status. There is no Privacy Manager item.
 Camera	
 Games	

Select	To enter
 Organiser	 
 Tools	  Pay & Go customers will see My Services as item number 1.
 Settings	  

Basic functions

Making a call

- Open the flip and ensure that the standby screen is shown on the main display
- Enter a phone number
- If you make a mistake while dialling, you can erase the last number you entered by pressing  to select **Delete**
- Once you have entered the number, press . The O₂ X2 will start dialling the number



Ending a call

- Press  or close the flip to end a call

Please note:

If the flip function has not been activated, you cannot end a call or cancel dialling by closing the flip. To activate or cancel the flip function, go to **Settings – Flip Activate**.

Receiving calls

Answering a call

- To answer a call, open the flip or, if the flip is already open press 

To reject a call

- Regardless of whether the flip is open or closed, you can reject an incoming call by pressing and holding the upper portion of the volume key  on the left hand side of your mobile
- When the flip is open, you can reject an incoming call by closing the flip or pressing 

Making an international call

For Pay Monthly customers

- Press and hold  until + appears on the screen
- Enter the recipient's country code, area code and phone number
- Press  to dial the number

For Pay & Go™ customers

Please consult your O₂ Pay & Go welcome pack for details on how to use your mobile whilst abroad.

Making emergency calls

- To call emergency services, enter **112** (the international emergency number) or **999**
- Then press  to dial the call

You can make an emergency call even if your mobile is locked or cannot access your network, or there is no SIM card inserted, so long as you are within range of a network of the type supported by your mobile.



Voicemail

Your O₂ X2 provides you with Voicemail. This service takes messages for you when your O₂ X2 is switched off, engaged, you don't answer a call or you are out of signal range.

When you receive a new Voicemail message the icons  and  will be shown in the external and main display's status bars, respectively.

To listen to your Voicemail message

- In the standby mode, press and hold  to dial your Voicemail
- Alternatively, simply dial **901** and press 

Please note:

To save or modify a Voicemail number, go to **Messages – Voicemail – Edit**





Chapter 4

Main menu

- Contacts
- Calls
- Messaging
- Camera
- O₂ Active
- Games
- Organiser
- Tools
- Settings



Contacts

From the standby menu, press **OK** then scroll to **Contacts** and press **OK** to select

Adding contacts to your phonebook

You can either use the SIM card or the built-in contacts database as your Phonebook. Your mobile is set up to save to your SIM card.

The phonebook in your mobile's memory can store up to 500 contacts. The number of contacts on the SIM card depends on your O₂ service option.

To add a contact to the SIM phonebook

- In the standby screen enter the number you wish to store then select  to **Save**
- The screen will show the phonebook data fields for a new contact
- Scroll through the contact data fields that you wish to edit
- Select **Edit** by pressing  and enter the relevant data
- Press **OK** to save



The data fields provided by the SIM card phonebook are:



– The contact's name



– The contact's mobile phone number



– Used to select a caller group for the contact

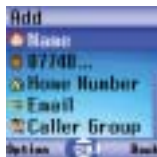
- Scroll through the different groups and press **OK** to confirm
- When there is an incoming call for this contact, the ring tone assigned to this group will sound and the display will show the animation/image associated with the group

Please note:

To set a ring tone and animation/image for each caller group go to **Contacts – Caller Group**.

To add a contact in the mobile's memory

- In the standby screen enter the number you wish to store then select  to **Save**
- The screen will show the phonebook data fields for a new contact
- Scroll through the contact data fields that you wish to edit



- Select **Option** by pressing  to bring up a pop-up menu



- You can then:

Edit – Edit the information in the selected field

Change type – Change the category of the phone number e.g. from **Mobile Number** to **Home Number**

Add New Field – Adds other data fields for a contact

Delete Field – Removes the selected data field

- After completing the various fields press 

The data fields provided by the mobile phonebook are:



– The contact's name



– The contact's mobile number



– The contact's home phone number



– The contact's email address



– To assign a contact to a caller group



– To assign a voice dialling prompt to a phone number

- After the beep, speak the contact's name into the microphone

- After it is successfully recorded, your mobile will play back this voice dialling prompt

In addition to the contact fields above you can also add the data fields listed below by selecting **Add New Field**:



– The contact's mobile number



– The contact's home phone number



– The contact's work phone number



– Other phone number for the contact



– The contact's home address



– The contact's work address

-  – The contact's company name
-  – The contact's department name
-  – The contact's job title
-  – Used for notes about the contact
-  – Used to mark dates of special significance associated with the contact
-  – Used to set a ring tone for the contact. When there is an incoming call from the contact, your mobile will play this ring tone

Please note:

A ring tone set in this field will replace the one associated with the contact's caller group, if any.

-  – Used to set the photo that will appear on your mobile's display when there is an incoming call from the contact

Please note:

The photo set in this field will replace the animation/image associated with the contact's caller group, if any.

Finding contacts in your phonebook

- In the standby mode, press  to select **Contacts** and display contacts you have saved
- Press  to scroll through your list of contacts until the one you need is highlighted
- Alternatively, press the alphanumeric key that corresponds to the first letter of the name you wish to locate, the appropriate number of times e.g. If the name starts with 'K', press  twice. The names that begin with 'K' will appear. Press  until the one you need is highlighted
- Press  to call the first phone number saved under that contact



If the number is not the first phone number saved under that contact:

- Press  to show all the data fields for that contact
- Scroll to the number you wish to call and press 

Edit

- In the **Contacts** menu, scroll to **Edit** and press **OK** to select
- Using  scroll to the contact you wish to edit, then press **OK**
- Scroll through the data fields and press  to select **Edit** and amend the data

Copy

If you are using the phonebook stored in your mobile's memory, you can copy the data to the SIM card's phonebook, and vice versa.

- In the **Contacts** menu, scroll to **Copy** and press **OK** to select
- Then scroll to a contact to copy to the other phonebook or scroll to **Copy All Contacts to SIM** or **Copy All SIM Phonebook to Phone** and press **OK** to confirm

Delete

- In the **Contacts** menu, scroll to **Delete** and press **OK** to select
- Scroll to the contact you wish to delete or to **Delete All from Phone**, then press **OK**
- Press  to select **Yes** and confirm deletion

Please note:

If you select **Delete All from Phone** you will need to enter in your phone password. The default is **1234**.

Caller groups

Caller groups are combinations of phone settings used to identify a particular group of contacts, such as, **Colleagues**, **Family**, **Friends**, **VIP** and **Others**. You can associate a ring tone and animation with one group, and when a member of that group calls, your mobile will use the group's ring tone and display its animation.

- In the **Contacts** menu, scroll to **Caller Group** and select by pressing **OK**

- Scroll to one of the groups and then;
 - Press  to select **Option**. You can then select the ring tone or animation that will identify that caller group. You can also rename the caller group
 - Press  to view a list of all the names that belong to that caller group. Scroll to the desired contact and press  to select **Option**. You can then add or delete a particular contact to/from that group

Privacy Manager

This option allows you to set your mobile to reject certain calls, or alternatively, specify which calls to accept, rejecting all others.

- In the **Contacts** menu, scroll to **Privacy Manager** and press  to select
- Create a list of calls that you wish to accept or reject by scrolling to **Accept List** or **Reject List**, then press  to select **Edit**

- The names of the contacts who are already on the selected list will be displayed. If the list is empty, press  to select **Edit**, then press  to select **Add** to choose contacts to include in the list

You can select all the members of a caller group to be added to a list, or you can select contacts from the phonebook individually (the screen will first display the caller group option).

- Press  to scroll to the caller group or contacts that you wish to add to the list, and then press  to select **Select** to make your selections. Press  again to **Cancel**



- Once complete press . The screen will display the names of the contacts you have added to the list. If needed, you can press  to select **Option** and add or remove contacts.
- Press  to select **Back** to return to the Privacy Manager menu
- Finally, select whether to activate the **Accept List** or **Reject List** by pressing 

If you choose to activate **Accept List** you will only be able to receive calls from contact in the **Accept List**. However, if you activate the **Reject List**, your mobile will not be able to receive calls from contacts in the **Reject List**.

Please note:

If you are currently using the phonebook on your SIM card you will not have access to the Privacy Manager feature.

Business card

You can use this option to enter your own business card information.

Memory in use

Used to activate the phonebook stored in your mobile's memory or on your SIM card.

- In the **Contacts** menu, scroll to **Memory In Use** and select by pressing **OK**
- Press **○** to highlight the desired phonebook and press **OK** to select



My number

This option allows you to save your SIM card number and name to your SIM card's memory.

SIM status

Used to view how many additional entries can be stored in the SIM card's phonebook and the maximum number of entries that it can store.



Calls

- From the standby menu, press **OK** then scroll to **Calls** and press **OK** to select

Missed, dialled and received calls

- Scroll to **Missed / Received / Dialled** and press **OK** to select. You can then view all the latest missed, received or dialled calls. Alternatively, in the standby mode, press  to view a list of all the most recent missed, dialled and received calls
- Press  to scroll to the desired phone number
-  – this icon will appear beside missed calls
-  – this icon will appear beside dialled calls
-  – this icon will appear beside received calls

Please note:

- If a phone number has already been stored as a contact in your phonebook, the display will show the name of this contact
- If the number of the person calling you is not available then the list will not show a number for the call

When the number for a missed, dialled, or received call is highlighted, you can perform the following tasks:

- Press  to re-dial the number
- Press  to select **Option** and bring up a pop-up menu:
 - Call** – select to dial the phone number
 - Save** or **Edit** – if the phone number for the call has not been stored in the phonebook, select the **Save** option to create a contact for this number. If the phone number is already stored as a contact, select the **Edit** option to edit this information for this contact
 - Delete** – select to erase the record of the call from the list
 - Delete All** – select to erase all the calls in the list
- Press  to display the details on this call

The name of the contact for the call (if the phone number has not been stored as a contact, then 'Unknown' will be displayed).

Press  to select whether to dial the number, save or edit it, or erase the record of the call.



The date and time of when the call was made.

The phone number for the call.

Delete All

To erase all recent missed, received and dialled numbers.

- In the **Calls** menu, scroll to **Delete All** and press  to select
- Then press  to select **Yes**, or  to select **No** and return to the Calls menu

Duration

- In the **Calls** menu, scroll to **Duration** and press  to select

Last Call Time

Shows the duration of the last call.

All Calls Time

Shows the total time for all calls.

Received Calls Time

Shows the total time for all received calls.

Dialled Calls Time

Shows the total time for all dialled calls.

Delete

Deletes all call time records.

Please note:

You must enter your PIN2 code in order to clear call time records. The PIN2 is the second PIN code. Its main use is to control restricted services e.g. call time limits and restricted phone numbers. For further information about the PIN2 code, please refer to page 171-172.

Costs

- In the **Calls** menu, scroll to **Costs** and press **OK** to select

Last Call Cost

Shows the cost of your last call.

All Calls Cost

Shows the total cost of all calls.

Delete

Deletes all call cost records.

Call Cost Limit

Shows the current limit set for total call costs.

Set Cost Limit

Allows you to set a limit for total call costs. If call costs exceed this limit, your mobile will no longer be able to dial calls. When this feature is activated, the remaining cost will be displayed in the information box on the screen each time you end a call.

Please note:

To set your cost limit you will need to enter the PIN2 code.

Set Units

Allows you to first enter the unit price and a currency for calculating call costs.

Please note:

To set the unit price you will need to enter the PIN2 code.

Operations during a call

Adjusting the earpiece volume

- During a call, you can press the volume key on the left side of your mobile to adjust the call volume



Mute

- Press  to select **Mute** and turn off the microphone. The person on the other end of the line will not be able to hear your voice
- To restore the microphone's function, press  to select **Unmute**

Putting a call on hold*

When the call is active:

- Press  to select **Hold** and hold this call
- Press  to end this call

When the call is on hold:

- Press  to select **Unhold** to resume the call
- Press  to end this call

When there is an active call and a call on hold:

- Press  to select **Swap** to resume the call that is on hold, and put the active call on hold
- Press  to show on the display a list of calls that you can end

Making a second call*

To make a second call:

- Enter a phone number, or select one from your contacts
- Press  to dial

The currently active call will automatically be placed on hold. However, if there is already an active call and another on hold, this action will fail.

* Only available on a Pay Monthly calling plan.

Call waiting*

If you receive an incoming call whilst you are on the phone, a tone will sound through the earpiece and the display will show that a second call is currently waiting.

You can handle the waiting call and currently active call in the following ways:

Answer the waiting call

- Press . The currently active call will automatically be placed on hold
- However, if there is already another call on hold, a menu will appear on the display allowing you to select a call to end and then answer the waiting call

Reject the waiting call

- Press  or  to select **End**

* Only available on a Pay Monthly calling plan.



Call menu

- Press **OK** during a call to enter the **Call menu**
- Press  to scroll to the desired item, please refer to the list below
- Then press **OK** to select

You can return to the previous menu at any time by pressing  to select **Back** or to return to the **Call menu** press .

Access your contacts

Access entries in your phonebook.

Calls

You can view information on missed, received and dialled calls. For more information on missed, received and dialled calls please refer to page 51.

Send DTMF

When your mobile is connected to other devices or services, you can send DTMF (Dual Tone Modulation Frequency) strings. DTMF strings are keypad tones that can be sent via the microphone as you dial another number. Your mobile will emit the tones in order to communicate with answering machines, pagers, computerised telephone services, and so forth.

- Enter the phone number and then press **OK** to send the DTMF string

End call

You can then select whether you end all calls or just the active calls, all calls that are on hold or just a single call.

Hold/Unhold/Swap*

Allows you to toggle the call status.

Mute/Unmute

This allows you to activate or cancel the silent mode.

* Only available on a Pay Monthly calling plan.

Messages

Enables you to enter the messages menu.

Calculator

Allows you to use the calculator. For further information please refer to page 141.



Messaging

- In the main menu, scroll to **Messaging** and select by pressing **OK**

Then select;

Text

For further information on text messaging please refer to page 65.

Multimedia

For further information on Media Messaging please refer to page 77.

Voicemail

- Scroll to Voicemail and press **OK** to select

Call – Select to call your Voicemail number

Edit – Select to amend your Voicemail number

For further information on Voicemail please refer to page 34.

Delete messages

- Scroll to **Delete messages** and press **OK** to select
- You can now select whether to delete;

- **All**
- **Inbox**
- **All Read**
- **Outbox**
- **Sent Items**
- **Drafts**

Memory status

- Scroll to **Memory Status** and press **OK** to select and view how much free space is still available



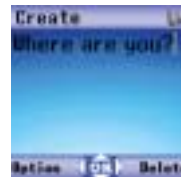
Text messaging

Text messaging is fun with O₂ X2. You can send long messages, and personalise them with pictures and sounds (EMS). You can also store pictures and sounds.

- In the main menu, scroll to **Messaging** and select by pressing **OK**, then select **Text**

Write a text message

- In the Text menu select **New**
- Enter your text message using the alphanumeric keys. Your message can be up to a maximum of 456 characters



Please note:

- Press **0** to enter a space between words
- Press **#** to switch between input modes e.g. abc, itap, 123 etc
- Press ***** to bring up options to insert characters such as **?**, **!**, **&** and **@**. Using the navigation key scroll to the character you would like to insert and press **OK** to select

With an attachment

- Whilst writing your text message select **Option** by pressing  to perform the following tasks:

Insert

Select **Insert** to enter the following objects:

- **Text Template**

Your mobile has a list of templates that can be used instead of entering the text message yourself. You can use the factory default templates or templates of your own that you have created. Scroll through the templates available and press  to insert into your text message

To create your own template, please refer to page 74.

- **Image**

You can select an EMS icon from the EMS icon library to insert into your message

- Press  to scroll through the names of the icons available

- Select **View** by pressing  to view the icon
- Press  to insert the icon into your message

- **Animation**

You can select an EMS animation from the EMS animation library to insert into your message

- Press  to scroll through the names of the animations available
- Select **View** by pressing  to view the animation
- Press  to insert the animation into your message

- **Melody**

You can select an EMS ring tone from the EMS ring tone library to insert into your message. When the recipient of the message reads it, the inserted ring tone will be played by the recipient's mobile

- Scroll to the name of the ring tone you wish to use
- Press  to insert the ring tone into your message. The inserted ring tone will be displayed as a musical note within the message's text

- **vCard**

You can select a contact's data from your phonebook to attach to your message. After receiving your message, the recipient can save the attached contact data to their own phonebook

- **vCalendar**

You can select a calendar memo and then attach it to your message. After receiving your message, the recipient can save this attached memo to their own calendar

Text alignment

Select **Text Alignment** to select the type of text alignment for your message's content. Choose between **Left Alignment**, **Centre Alignment** or **Right Alignment**.

To send your text message

- After you have finished editing your message, press **OK** or select **Option** by pressing , then **To:**
- Then either enter the recipient's mobile number when prompted or select **Contacts** by pressing  to select a contact from your phonebook

- Press  to scroll through your contacts and press  to select the desired contacts
- After you have selected the contacts press **OK**

Then select:

Send message – to send your text message to the numbers you have previously selected. When the message is sent a copy will be saved in the Sent Items folder. If a message fails to send it will save in the Outbox. If the save fails then **Save to Outbox Failed!** will appear on your screen and the send operation will stop

Preview – to view the contents of your message

Save to draft – to save your message to the Drafts folder so that you can send at a later time

Edit content – you can edit your text message before you send it

Read messages

When you receive a new message **1 New Msg** will appear on the external display whilst an incoming message alert will be shown on the internal display (and with a tone or vibration if selected).

Please note:

If the sender is a contact saved in your phonebook their name will also appear in the message alert rather than the number – so you know who sent you the message before you open it.

- Press **OK** to open the message and read it
- Select **Option** by pressing , then select either:

Reply – to reply to the text message

Delete – to delete the text message

Call – to call the sender of the text message

Forward – to forward the message

Details – to view the date and time of when the message was sent

Save – select to save the content of the message, such as the sender's number to your phonebook or ring tone, animation and calendar attachments

Save all – saves all objects attached to the message

If you wish to read the message later press  to return to the standby screen. The message will be stored in the inbox and the  icon will appear in the standby screen.

Inbox

- In the **Messages** menu, select **Text**, then scroll to **Inbox** and select by pressing **OK**
- You are now in the inbox.  indicates a read message, while  indicates an unread message
- Select the desired message and press **OK** to read
- To return to the main menu press 

Outbox

If a message fails to send, a copy will save to Outbox.

Sent Items

In the Sent Items you can view all the text messages that you have previously sent.

- In the **Messages** menu, select **Text**, then scroll to **Sent Items** and select by pressing **OK**
- Scroll to the desired message record

Then you can:

- Press **[F]** to select **Option** and then select;
 - Resend** – allows you to edit and send the message to its original recipient
 - Forward** – allows you to edit and forward the message to other recipients
 - Delete** – deletes the message
 - Delete All** – deletes all the messages in your outbox
- Press **OK** to read the message. After reading the message you can;
 - Resend** – allows you to edit and send the message to its original recipient

Forward – allows you to edit and forward the message to other recipients

Delete – deletes the message

Drafts

This option allows you to preserve message drafts that you have saved.

- In the **Messages** menu, select **Text**, then scroll to **Drafts** and select by pressing **OK**
- Scroll to the desired message record

Then you can:

- Press **[F]** to select **Option** and then select;
 - Send** – allows you to edit and send the message
 - Forward** – allows you to edit and forward the message
 - Delete** – deletes the message
 - Delete All** – deletes all messages in the drafts folder
- Press **OK** to directly edit the contents of the message

Templates

You can use the quick message templates in this menu to compose a message without having to enter the entire text character by character. You can use the factory default templates, or templates that you have previously saved to the list.

- Scroll to the desired template and then press **OK** to select
- You can then edit the text as you wish and then send the message

To create your own quick message templates;

- Select **Option** and then select **Add**
- You can then enter the text for the template and press **OK** to save it

Message settings

Your O₂ X2 is already set up to send and receive text messages. If you are unable to send text messages, then please contact O₂ Customer Service.





Media Messaging

Colour Media Messaging means you can do more than tell people what's going on – you can show them exactly what's happening with pictures, sound and text. Take a photo and send it as a media message to people showing them exactly where you are or, if you are in need of inspiration, you can grab a full colour picture or image from the O₂ Gallery – such as celebrity shots and greeting cards (see O₂ Active on page 103) and send it with your own message to people.

- In the main menu, scroll to **Messaging** and select by pressing **OK**, then select **Multimedia**

Create a media message

- In the Multimedia menu select **New**

Select the recipient(s)

You can send your media message to a recipient's mobile or email address.

- Scroll to **To:** and press **OK** to select

To enter a number of email address directly

- Type in the recipient's phone number or email address

If there are multiple numbers and email addresses:

- Press  to open up the symbols field along the bottom of the screen
- Press  to select a comma, semicolon, or space
- To insert into the editing screen and separate the different numbers and email addresses press **OK**

To select a number or email address from your phonebook

- Press  to select **Contacts**
- Scroll to highlight the name of the desired contact
- Press  to select and display that contact's number(s) and email address(es)
- Press  to mark the number(s) or email address(es) you want
- To return to the list of contacts again press **OK**
- You can then repeat the same steps to select other contacts from your phonebook
- When you have finished press **OK** to return to the recipient list, displaying all the phone numbers and email addresses you have chosen

To send your message as a carbon copy or a confidential carbon copy to others scroll to **Cc:** or **Bcc:** and repeat the instructions above.

Content

- Scroll to **Content:** and select by pressing **OK**
- Enter your message using the alphanumeric keys

For further information on entering text please refer to page 65.

With an attachment

- Whilst writing your message, select **Option** by pressing 
- Select **Insert** to enter the following:

Animation

You can select an animation from the library to insert into your message.

- Press  to scroll through the names of the animations available
- Select **View** by pressing  to view the animation
- Press **OK** to insert the animation into your message

Image

- Press  to scroll through the names of the pictures available
- Select **View** by pressing  to view the picture
- Press **OK** to insert the picture into your message

Photo

You can select a photo that you have previously saved to your **Images** folder. For more information on the camera please refer to page 95.

- Scroll to the file name of the desired photo
- Press **OK** to insert the photo into your media message

Voice memo

- Scroll to the file name of the voice memo you would like to attach and select **Option** by pressing 
- Scroll to **Send** and select by pressing **OK**

Please note:

You can also add a new voice memo. In the voice memo screen, select **Option** by pressing . Then select **Add** by pressing **OK**, and record a new voice memo.

For further information on recording voice memos please refer to page 136.

Melody

You can select a ring tone saved in your mobile to insert into your media message.

- Scroll to highlight the file name of the desired ring tone, and then press **OK** to insert

Please note:

- Each media message is only able to accommodate one image and one audio file. If you insert another image or audio file into the same message, the newly inserted file will replace the existing one

- After an audio file such as a voice memo or a ring tone is inserted into a media message, the icon  will appear on the top of that page

Text Template

Your mobile has a list of templates that can be used instead of entering the text message yourself. You can use the factory default templates or templates of your own that you have created.

- Scroll through the templates available and press  to insert into your media message

To create your own template, please refer to page 93.

New photo

Enables you to take a new photo using your mobile's camera and insert it into the media message you have opened. For further information on using the camera please refer to page 95.

When you are editing your media message, you can press  to select **Option** at any time to perform the following tasks:

Preview – plays all the pages you have created in sequence

Remove picture – removes an image or photo from the currently displayed page

Remove sound – removes a ring tone or voice memo from the currently displayed page

Remove text – deletes all of the text from the current page

Remove page – deletes the current page from your media message

Previous page – displays the previous page

Next page – displays the next page

Page duration – allows you to set the length of time that each page is displayed on the screen when playing your media message

Enter a subject

- Scroll to **Subject:** and select by pressing **OK**
- Enter the subject for your media message and press **OK** to confirm

When you have completed all the fields required to send your media message, press  to select **Option** and choose from the following:

Preview – play all of the pages you have created

Save to draft – saves the media message to the **Drafts** folder so that you can send at a later time

Receipt – press **OK** to choose from the following receipt modes;

Both delivery read – asks the recipient to return a confirmation after receiving and reading your message

Only delivery – asks the recipient to return a confirmation after receiving your message

Only read – asks the recipient to return a confirmation after reading your message

None – cancels this function

Priority – Determines this media message's priority

To send your media message

- After you have finished editing your media message, scroll to **Send:** and select by pressing **OK**



Read messages

When you receive a new message **1 New Msg** will appear on the external display whilst an incoming message alert will be shown on the internal display (and with a tone or vibration if selected).

Please note:

If the sender is a contact saved in your phonebook their name will also appear in the message alert rather than the number – so you know who sent you the message before you open it.

- Press **OK** to open and play the message's pages in sequence

Whilst playing you can perform the following tasks:

- Press **[Left Arrow]** to select **Pause**. When the message has stopped, you can press **[Right Arrow]** to select **Play** and resume playing the message starting with the currently displayed page. Alternatively, press **[Up Arrow]** to scroll to the page you want to view and then press **[Right Arrow]** to select **Play** and resume playing the message starting with that page
- Press **[Right Arrow]** to select **Stop**

When your mobile finishes playing the entire message, you can do the following:

- From the message's last page press **OK** to replay the last page. If you want to replay the other pages, you must return to the first page using  and then press **OK** to start
- Press  to select **Option**, then select:
 - Reply** – to reply to the media message
 - Delete** – to delete the media message
 - Call** – to call the sender of the media message, or dial a phone number in the contents of the message. Scroll to the desired number and press **OK** to dial
 - Forward** – allows you to edit the content and then forward to someone else
 - Details** – to view the date and time of when the media message was sent
 - Save** – enables you to save the sender's phone number to your phonebook, or save a number that was displayed in the message's content. You can also select the contents of a media message and save to your mobile's memory, such as an image, photo or ring tone
 - Save all** – saves all the objects attached to the message

If you wish to read the message later press  to return to the standby screen. The message will be stored in the inbox and the  icon will appear in the standby screen.

Inbox

- In the **Messages** menu, select **Multimedia**, then scroll to **Inbox** and select by pressing **OK**
- You are now in the inbox.  indicates a read message, while  indicates an unread message
- Select the desired message and press **OK** to read
- To return to the main menu press 

Outbox

If a message fails to send, a copy will save to Outbox.

Sent Items

In the Sent Items you can view all the media messages that you have previously sent.

- In the messages menu, select **Multimedia**, then scroll to **Sent Items** and select by pressing **OK**
- Scroll to the desired message record

Then you can:

- Press **[F]** to select **Option** and then select;

Resend – allows you to edit and send the message to its original recipient

Forward – allows you to edit and forward the message to other recipients

Delete – deletes the message

Delete All – deletes all the messages in your outbox

- Press **OK** to read the message. After reading the message you can;

Resend – allows you to edit and send the message to its original recipient

Forward – allows you to edit and forward the message to other recipients

Delete – deletes the message

Drafts

This option allows you to preserve message drafts that you have saved.

- In the **Messages** menu, select **Multimedia**, then scroll to **Drafts** and select by pressing **OK**
- Scroll to the desired message record

Then you can:

- Press  to select **Option** and then select;

Send – allows you to edit and send the message

Forward – allows you to edit and forward the message

Delete – deletes the message

Delete All – deletes all messages in the drafts folder

- Press **OK** to directly edit the contents of the message

Templates

You can use the quick message templates in this menu to compose a message without having to enter the entire text character by character. You can use the factory default templates, or templates that you previously saved to the list.

- Scroll to the desired template and then press **OK** to enter its text into your message
- You can then edit the text as you wish and then send the message

Settings

Your O₂ X2 is already set up to send and receive media messages. If you are unable to send media messages, then please contact O₂ Customer Service.



Camera

You can take photos using your mobile's embedded camera, and then set a photo as your wallpaper for the main display's standby screen, or send them to others in a media message.

- In the standby screen, press  to select **Camera** and enter direct into the preview mode

Alternatively, in the main menu, scroll to **Camera** and press  to select, then select **Camera** again.

- You can now view your subject through the viewfinder



Camera settings

Before you take your picture you can amend the camera settings.

- Press  to select **Option**
- In the camera setting screen select;

Resolution

Select to set the desired resolution for your photograph.
You have the following resolution values to choose from:

Option	Represented Resolution
High	640 x 480
Medium	320 x 240
Low	160 x 120
Lowest	80 x 60

Please note:

The Face Mask option on page 97 is not available if the resolution is set to **Low**.

Light condition

Select to amend the light conditions of your environment.
Your camera will then automatically adjust its colour balance in order for you to take the best quality pictures.

Select between, **Normal**, **Indoor**, **Outdoor** and **Night**.

Free space

Select to view the amount of memory remaining for storing photos.

Face Mask

When you have selected this option, the camera's viewfinder will display a mask that is used to position the face of the person being photographed in good focus.

You can then change the person's facial expressions using the Face Morph function. For further information please refer to page 99.

To cancel the Face Mask function, press  to select **Option** and then select **Normal Preview**.

Take a picture

- When your object is in focus, press **OK** to photograph the object

Your photo will then show up on the main display.

- Press  to select **Save**. Your photo will be saved to **Camera – Images**
- If you are not satisfied with your photo, press  to select **Back** and take another photo

Please note:

- The external camera does not have a flash. Please take photos in a well-lit area
- When taking photos, do not block or touch the camera lens on the back of your mobile
- Always photograph your object with the source of light behind you
- Do not shake your mobile when taking photos
- Please be sure that the lens is perfectly clean before taking photos. Use a soft cloth to wipe the lens if it is not clean

Managing your pictures

After you have saved a photo to your mobile's memory, you can manage it using the options below:

Send – Enables you to send this photo to someone as a media message. You can also send a media message by entering **Messaging – Multimedia**. For further information on Media Messaging please refer to page 77.

Set to wallpaper – Designates this photo as the wallpaper for the main display's standby screen. You can also do so by going to **Settings – Wallpaper**. For further information on Wallpaper please refer to page 151.

Rename – Select to give your photo a new file name.

Details – Select to view the photo's name, date, resolution and file size.

Face morph – If you have activated the Face Mask option before photographing someone, after a photo is taken and saved, you will be able to change her/his facial expression shown in the photo with this Face Morph feature, and then save photos showing different expressions of the same person.

- Press **OK** to select **Face Morph**
- Then **Press number key to change** prompt will appear on the screen, followed by the person's face remaining unchanged
- Press a corresponding number key to generate the desired facial expression effects for the person's face

The chart below shows each number key and their matching expression effects:

Key	Expression	Key	Expression
	Smile		Angry
	Young		Funny
	Slim		Alien
	Kiss		Koala
	Sleepy		Monkey
	Sad		Fox

- Press  to intensify/reduce expression effects. Intensity levels will be displayed at the top right corner of the screen ranging from 1 to 5; the default value is 2
- When the photo shows the desired expression effects for the person's face, press **OK**
- Enter this new photo's file name, and press **OK** to save to **Camera – Images**
- After you have saved the photo showing the expressions you want, the original photo will reappear. Again you can press corresponding number keys to create more photos showing various facial expressions

View your pictures

To view pictures that you have previously taken and saved to your mobile's memory;

- From the main menu, scroll to **Camera** and press **OK**
- Scroll to **Images** and select by pressing **OK**
- Scroll through the list of images previewed and press **OK** to view fully
- You can then manage your image by selecting **Option** and then by selecting, **Send**, **Set to Wallpaper**, **Rename**, **Details**, **Delete** or **Face Morph**

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O₂ Active™

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O₂ Active

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What's new?

Here's where to head for to get into anything new in the world of O₂ Active. You'll also find the latest competitions that could win you fantastic prizes.



Messaging

Now you can show your mates exactly what's going on – in full colour. With O₂ Active, it's easy. Create and send unique messages by shooting photos and adding text and sound. You can download images from the O₂ Active online Gallery, as well as store your own messages, pictures and photos. Plus get essential Media Alerts* such as sports, entertainment gossip and babes or male models of the day.



Games Arcade

Time to fill? Mobile gaming has never been so good. Preview and download a massive range of full colour, funky games. Check out



the game of the month, O₂'s top ten games or choose from arcade, action, puzzles, sports games and more. Some of the great titles include Alpha Wing, Cannons, Cave Man, Crash N Burn, Detonate, Dragon Island, Pipeworks and Soccer Unlimited.

For further information on the O₂ Games Arcade please refer to page 119.



Chat

Our anonymous Chat service is the place to meet friends around the country or have a little flirt on our special speed dating service.



Downloads

It's easier than ever to personalise your mobile. Whether you're into Rock, Pop or R'n'B, it's simple to get your favourite tune as a ring tone or try Truetones for sound quality that's just like real music. You can select from the top ring tones or simply search by artist or song. And now you've got greater choice when it comes to downloading wallpapers. From umpteen categories like Urban, Motors and Bizarre, to the Top 10 – and even hot pics of the male or female model of the day. Visit www.o2.co.uk/ringtones to see the full range.

* Cost: standard rate for each message sent. From 18p for each message received. Terms and conditions apply.

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★ Entertainment

Whether you want to dance into the small hours or catch the latest Hollywood blockbuster, O₂ Active will point you in the right direction. Wherever you are, it's all you need for a crazy night out or a cosy night in.

Films and Gigs – Check out what's on near you – movies, gigs, comedy nights – and more.

Time Out Eating Guide, Clubs and Bars – Whether you're a curry fiend or pasta freak, into busy bars or quaint boozers, these reviews will help you find the best restaurants, clubs and bars to match your taste.

TV Guide – Fancy a night in? Put your feet up and find out what's on the box.

Gossip – You'll hear it here first. Get the hot news from the movie and music worlds – and find out who's up to what and with who. And if you can't get enough scandal on the stars, simply sign-up for daily alerts* about every little detail.

Time Out Stars – Want to know how your career, finances and love life are written in the stars? Here's where you find out.



Bollywood – The top 10 chart, interviews, intrigue and glamour with the best of Bollywood direct to your mobile.

Cartoons – Have a laugh with the latest Garfield or Dilbert cartoon – then share the joke with your mates by sending it on.



Sport

If you can't be at the match, the match can come to you. With O₂ Active, you can stay on top of the latest sports action, wherever you are.**



Access special 'live' sections to keep up-to-date with the latest events and results. From Premiership and international football, to rugby and cricket internationals, all the F1 races and the major tennis and golf tournaments. In fact, you can read all the day's sports news with full-colour pictures. Plus, you can find out about the best sport on TV and sign-up for SMS and full-colour Media Alerts to be one of the first to get the red-hot sports stories.

* Standard cost to send text to 80202. From 13p to receive texts except 'Footy Alerts' – 18p to receive.

** Subject to network coverage.



News

Even when you're engrossed in O₂ Active, you can stay in-touch with what's going on around you.



Get the breaking stories direct from the BBC, covering national and international affairs, business, technology, entertainment, and more – in text and with full-colour pictures.



Music

Downloads – Get into the groove and download ring tones, pictures of your favourite music artists and more. From greasy haired Rock to smooth grooves, to downright cheesy tunes, as well as TV and film themes, you can find the right ring tone to suit you.

It's simple, you can order in just a few clicks, with no pincodes to remember – just order sounds straight from your mobile.

News and Charts – Get the stories and pictures behind the songs and find out which music stars are making the news.



Plus visit O₂ Active to keep up-to-date with the latest weekly single and album charts.

Shazam – Heard a new song you like or an old favourite and just don't know the name of the title or artist? Tag it with Shazam. Simply dial **2580** or click on Shazam in O₂ Active, aim your mobile at any loud music for 30 seconds and Shazam will text you back the song title and artist. Try it!

See www.o2.co.uk for terms and conditions.



Info Services

You can now get text alerts* in a few easy clicks on your mobile if you are set up for WAP. From Top News Story to Sport alerts to jokes and more – click on **Info Services** to subscribe and unsubscribe to text alerts.

Train Times – Tired of delayed trains or cancellations. Check train times on the move and get updates wherever you are.

Time Out City Guide – Access information on the top ten European cities to visit, including the best places to stay, eat, drink and party.



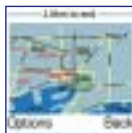
* Cost: standard rate for each message sent. From 13p for each message received. Terms and conditions apply.

lastminute.com – Make last minute holiday plans, gift purchases, dinner reservations and more using your mobile with lastminute.com and O₂ Active. In addition to the O₂ Active service, shortcode **5959** can be used to access lastminute.com

lastminute.com

Thomson Local Directory – Cabs, fast food, restaurants and shops, find the phone numbers you need fast, while you are on the move.

Walking Maps – Find your way around on foot without ever having to carry a map, ask a stranger or phone a friend with full colour walking maps. All you have to do is enter where you are and where you are going and the maps will show you the way.



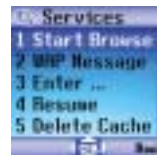
My WAP – Impress your friends with your own WAP site. It's so easy to set up and all from your mobile. Want to organise a night out? Update your WAP site with all the info and get your friends to access your homepage to find out where they are going and what you have organised for them.

Help – Having problems? Got a question? Here's where you will find the answer.

How to access O₂ Active

Your O₂ X2 is preconfigured to access O₂ Active.

- Press  to access the WAP Service screen



Start Browser

- In the O₂ WAP service screen the first sub menu is **Start Browser**, press **OK** to start up the browser and connect to the homepage – set as the O₂ WAP service homepage

Browsing a web page

  – The soft keys refer to the commands at the bottom of the screen. Press to perform needed tasks whilst browsing.

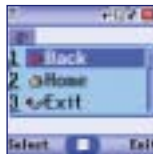
 – Press to scroll up and down the web pages.

How to close the browser

- Whilst online, press and hold 
- If you are already viewing a WAP web page, long-press , or from the browser's menu press **OK**, select **Exit** and press  to select

How to display the browser's menu

- Whilst browsing press **OK** to display the browser's menu
- Scroll through the options available and press  to **Select** or press  to **Exit** the browser menu



Back – select to take you to the page you viewed previously

Home – returns to the O₂ Active homepage

Exit – select to close the browser and return you to the main menu screen

Inbox – when your mobile receives a message that can only be viewed using a WAP browser, you enter this WAP inbox to read the message

Bookmarks – to open the Bookmarks menu to view sites you have previously saved or save the current web page you are browsing

- **View**
- In the Bookmarks screen select **View**
- Scroll to the desired bookmark or bookmarks folder and press:

 – to select **Go** and link to the web page you have selected. If you have selected a bookmarks folder select a bookmark from within the folder

 – to select Menu and display the following options:

Details – displays the bookmark's title and the URL

Delete – to delete the bookmark or bookmarks folder

New bookmark – creates a new bookmark

New folder – creates a new bookmark folder

Move to folder – to move a bookmark to a designated folder

Delete all – to delete all the bookmarks and bookmarks folders

Hotkeys – allows you set a numerical key as a hotkey for a bookmark. After completing the setting, you can press this numerical key to directly link to the web page represented by the bookmark

- **Mark Site**
- In the Bookmarks screen select **Mark Site**. You can then follow the prompts to add the current web page to your bookmarks list

Go to URL – Select **Edit** and enter the URL of the web page that you wish to browse, then scroll to **Go** and select to link to that URL

Save items – When viewing a web page, if you discover that it contains an image that can be downloaded, you can access this option to save the image to your mobile. You can then send this image on to someone else or save as a wallpaper on your mobile

Reload – Reloads the current web page

Settings

Your O₂ X2 is already set up with the correct settings to enable you to get the most out of O₂ Active. If you have any problems with your settings please call O₂ Customer Service.

WAP Message

Starts up the browser and displays the WAP inbox so you can read WAP messages.

Enter Address

Starts up the browser and connects to the URL you enter.

Resume

Returns to the last web page you viewed.

Clear Cache

To clear the web page content that the browser temporarily stores in its memory.

WAP Settings

Your O₂ X2 is already set up to access O₂ Active, so you won't have to do a thing. However, if you want to change your settings, then see below:

To activate another set of WAP server settings

- In the WAP Settings menu, scroll to the group of settings you wish to use and then press **OK**. Your mobile will activate these settings for use in connecting to the Internet

For detailed information on changing your WAP settings please contact Customer Service. If you are a Pay Monthly customer you can find your Customer Service number on a recent bill. If you are a Pay & Go customer please call 08705 678 678.





Games

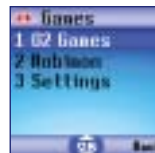
You can experience the latest full-colour, console-style games in full effect on your O₂ X2. Get ready for a gripping gaming experience that takes your breath away.

- In the main menu, scroll to **Games** and select by pressing **OK**

O₂ Games Arcade

Welcome to the era of fast and furious mobile gaming. O₂ Active's Games Arcade brings you full colour, quality games from classic puzzles to championship footy. Choose from arcade, action, puzzles, sport, the O₂ Top 10 and Game of the Month. Games are easy to download and you can preview them beforehand.

- Scroll to **O₂ Games Arcade** and press **OK**



How to download games

- In the O₂ Active main menu, scroll to **Games** and press **[F]** to select
- Here you can see the O₂ Top 10 games, Game of the Month, or select **Get Games** to see a list of all the games

- You will then see a list of all the categories – New, Arcade, Action, Puzzles, Sport and Others
- Select the category you want and a list of all the available games will appear on screen
- Just choose the game you want to play and select to get a full description
- If you want to buy the game select **Buy**
- On the following screen select **Download**. It may take a minute for the game to download – please don't cancel before it has finished downloading
- The game should now be saved

To play a game you have downloaded

- Select **Games** from the main menu
- Then scroll to **Games** and press **OK**
- Select the game that you have downloaded
- You're now ready to play!

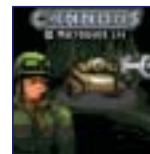
Alpha Wing

Fight through alien defences to destroy their base in this graphically stunning action packed shoot 'em up. Collect weapons and power ups as you prepare for the final battle! Compete with other O₂ gamers and post your score to the O₂ Games high score league table.



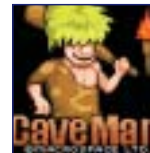
Cannons

Destroy the enemy tank by setting the right angle and power for your shell. Hit the power ups to gain an advantage, use trees to give you natural cover and watch out for the wind! Featuring 3 different levels of difficulty and multiple landscapes.



Cave Man

Help Fred the cave man collect all the coins from all 10 levels by solving puzzles and avoiding monsters and falling rocks. Make sure you avoid those eggs.



Crash N Burn

Make your opponents crash and burn in this awesome top down racer. With 3 different game modes, multiple car upgrades and whopping 24 races and 8 different tracks, this is the ultimate mobile racer.



Detonate

As Lt. Commander Zack Masters of the Freedom Alliance your mission is to destroy the Xieon Empire weapons guarded by Dr Zork and his army of robots. Featuring 12 levels and 4 secret power ups with progressively intelligent AI.



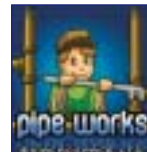
Dragon Island

Take control of a mighty axe wielding hero in this graphically lush platform adventure. You must battle your way past multiple enemies on your way to Dragon Island where you must defeat the ancient dragon and restore peace to the kingdom.



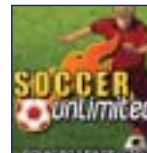
Pipeworks

Build the longest water pipe possible before the water reaches the end of the pipe. Keep an eye out for the next piece in the top right hand corner and don't forget that bonus points are awarded for using both directions of a cross-pipe!



Soccer Unlimited

Packed full of crunching tackles, inch-perfect 50 yard passes, diving headers and curled shots, Soccer Unlimited is footballing perfection for your pocket!





Organiser

- From the standby menu press **OK**, then scroll to **Organiser** and press **OK** to select

Calendar

You can use the calendar to set up memos for forthcoming events such as a meeting, an appointment, or a friend's birthday. The calendar will also remind you about events you have previously scheduled.

- Select **Calendar** by pressing **OK**
- When you open the calendar, the current date will be highlighted



Please note:

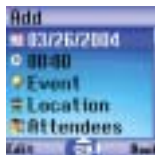
If you have not set the current date on your mobile, go to the menu **Settings – Date & Time** and set.

- In the calendar screen, press  to move the red box to the date where you wish create a memo

- To go to a future or past date, select **Option** by pressing  and select **Go to Date**, then enter the desired date and press **OK**



- When the red box is highlighting the desired date, select **Option** by pressing  and then select **Add** by pressing **OK** to open the memo editor



- In the memo editor screen, scroll to the data field you wish to edit, and then select **Edit** by pressing , or press the alphanumeric keys to begin entering data

You can enter data in the following fields:



Change the memo's assigned date. In the calendar screen, press  to scroll to the date where you wish to create the memo, and then press **OK**.



Enter a time for the event associated with the memo by using the appropriate number keys.



Enter a name for the event associated with the memo.



Enter the scheduled location for the event associated with the memo.



Enter the names of the participants in the event associated with the memo.



Record any notes about the event associated with the memo.



Scroll to this option to set up your mobile to remind you about an event. On the appointed date, when the scheduled time arrives, the memo will appear on the screen and the alarm clock will ring.

First press  to activate this feature. The time field will appear beneath, and you can enter the time when you wish to be reminded about the event.

- After entering data in each of the fields, press **OK** to save the memo to that date.

Your mobile will display this date's memo list, including the event name and time for the memo you just saved. If the alarm clock has been set to remind you about the event associated with the memo, the icon  will appear beside the event name.

You can now perform the following tasks:

- Press **OK** to view the information in the memo
- Then press  to **Edit** or **Delete** the memo or select **Send vCal** to send the memo to someone else in a text message
- Select **Back** to return to the calendar screen. You can then move the red box to other dates to create additional memos (dates that already contain memos will be marked by a yellow box); you can also create a second memo for the same date. The procedure is identical to that described previously

After creating all the event memos you wish, return to the calendar screen. Select **Option** by pressing  and then select:

Delete All – Deletes all currently saved memos

Auto Delete – If this feature is activated, all event memos for dates prior to the current date will be automatically deleted

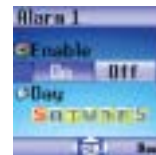


Alarm clock

- Scroll to **Alarm clock** and press **OK**

Then, use the following steps to set an alarm:

- Select an alarm you wish to set and press **OK**
- Press **On** to select **On**. The configuration fields for the alarm will appear in the lower part of the screen



Please note:

If you activate the alarm clock feature, when the specified date and time arrive, your mobile will sound the alarm, even if it is turned off.

Day

Set the alarm to go off on a particular day of the week.

- Select **Edit** to display the days of the week
- Scroll through the days and press **Select** or **Cancel**
- Press **OK** to return to the **Alarm Setting** screen. The day field will now indicate the days on which the alarm will go off

Time

- Enter the time when you want the alarm to go off

Time duration

Allows you to set the length of the alarm.

- Select **Edit** to select the desired alarm duration and then press **OK**
- When you have completed all your current alarm clock settings press **OK** to save

After completing the alarm clock settings,  will appear in the external display's status bar and  will appear in the main display's status bar.

Please note:

When the alarm rings, there are two ways to turn it off:

- Press  to select **Snooze** to stop the alarm.
The alarm will ring again five minutes later
- Press  to turn off the alarm. The alarm will not ring until the next scheduled time

To do list

You can use this feature to create a list of work tasks or personal projects.

- Scroll to **To Do List** and press **OK** to select

To add a task

- Select **Option** then select **Add** to bring up the editor window
- Enter the name of the task and confirm this to do item by pressing **OK**

You can also perform the following tasks:

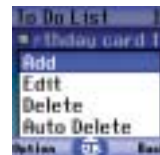
- In the list screen, scroll to the desired to do item and press  to select **Option**
- Then select:

Add – to add a new to do item

Edit – to amend the selected item

Delete – to delete the selected item

Delete all – to delete all items in the to do list



Auto delete – in the list screen you can scroll to the item that has already been completed and press **OK** to mark it and remind yourself that the task has been done. However if you activate Auto Delete, any items that you have marked as completed will automatically clear

Notes

You can use this feature to create a list of notes.

- Scroll to **Notes** and press **OK** to select

To add a note

- Select **Option** then select **Add** to bring up the editor window
- Enter the desired text and press **OK**
- A message on the screen will ask whether you wish to add a password for this note. If you select **Yes**, you will from then on need to enter the password in order to view the contents of the note. Select **No** to save the note without adding a password

You can also perform the following tasks:

- In the list screen, scroll to the desired note and press  to select **Option**
- Then select:
 - Add** – to add a new note
 - Edit** – to amend the selected note
 - Delete** – to delete the selected note
 - Delete all** – to delete all notes

Voice memo

- Scroll to **Voice Memo** and press **OK**.
- In the Voice Memo screen press  to select **Option**, and then select **Add**
- Then:
 -  – press to start recording
 -  – press to stop recording
 - OK** – press to play back the voice memo
- Once complete, select **Save**, then enter in a name for the recording and press **OK** to confirm

You can also perform the following:

- In the **Voice Memo** screen press  to select **Option**
- Then select:
 - Add** – to record a new voice memo.
 - Rename** – to rename the current voice memo.
 - Delete** – to delete the current voice memo.
 - Send** – to send the current voice memo to friends or colleagues via a media message.

Please note:

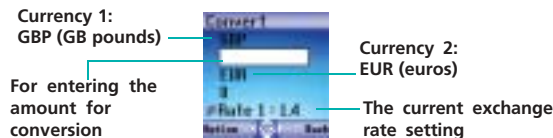
For details on composing and sending a media message please refer to page 77.

Currency converter

- In the main menu scroll to **Convert** and select **OK**

Below is a description of the convert screen:

Once you enter the convert screen, the default currencies will be displayed, as shown in this example:



Step one

- To set the currencies for conversion, select **Option** and select either **Currency 1** (to set the currency at the top of the screen) or **Currency 2** (to set the currency at the bottom of the screen), then press **OK** to confirm
- After selecting a currency from the list, press **OK**



Step two

- To set the exchange rate, select **Option** and then **Rate Setting**
- Enter the rate from converting between currency 1 and currency 2
- The conversion calculation result will be displayed at the bottom of the screen. Use **⏮** to scroll and view



Please note:

- The calculation can provide precision up to two decimal places
- The exchange rate field can accommodate a maximum of five digits (including decimal digits)
- Press ***** or **#** to enter a decimal point

Step three

- Return to the currency converter screen and select one of the currencies
- Enter an amount that you wish to convert into the other currency. The amounts can be up to six digits long



Step four

- Press **OK** . The converted amount will appear in the field for the other currency





Tools

- In the main menu scroll to **Tools** and select by pressing **OK**

My Services

- Select **My Services** if you are on Pay & Go to access a list of useful numbers and services

Please note:

My Services is only available to Pay & Go customers. If you are on a Pay Monthly calling plan your first menu option within **Tools** is **Calculator** (please see below).

Calculator

Allows you to use your mobile as a calculator.

- Select **Calculator** by pressing **OK** to open the calculator screen
- Use  to perform the mathematical operations on the screen
- Press ***** or **#** to enter a decimal point

Entered numbers and calculation results will appear in this field.



Please note:

You can enter numbers up to a maximum of 8 digits in length.

Melodies

- Scroll to **Melodies** and press **OK**

My Melodies

This ring tone library includes your mobile's default ring tones, as well as ring tones received in EMS messages, or downloaded from O₂ Active or that you have created with the composer function.

- In the Melody screen select **My Melodies**
- Scroll to the desired ring tone and select **Option** to perform the following tasks

Set ring tone – Makes the ring tone the alert sound for incoming calls. Some ring tones such as Chimes High cannot be set as your mobile's alert for incoming calls so they do not offer this menu option.

Edit – Allows you to edit the ring tone. Your mobile's default ring tones cannot be edited.

Delete – Deletes ring tones that you have created. You will be unable to delete your mobile's default ring tones.

Send – Enables you to send ring tones in a message. Only EMS format ring tones, such as Chimes High can be sent with a message. Non-EMS ring tones (including default ring tones and user created ring tones that can be set as the alert sound for incoming calls) do not provide this option.

Information – Displays the name of the ring tone, its file size, and whether it is a default ring tone, or a file that you have saved or downloaded yourself (noted as User Defined).

Composer

You can create your own polyphonic ring tone melodies, and use them as alert sounds for incoming calls.

A polyphonic ring tone consists of musical tones in multiple channels. The Composer function allows you to create a maximum of 8 channels, mixing them to create the final polyphonic ring tone.

Note format

You can enter numbers up to a maximum of 8 digits in length.



Create a polyphonic ring tone

- In the Melody screen select **Composer**
- The first time you enter the Composer menu, you will see 8 channels that you can select for editing. Each channel can be used to save one passage of music that you have created
- Scroll to the channel that you wish to edit and press **OK**
- Edit notes according to the following procedures described. For further information refer to **Tools – Melodies – Help**

Entering default notes

- Press **1** to **7** to enter the eight pitches in an octave as quarter notes e.g. Do Re Mi Fa So La Ti
- The screen will display **4C5, 4D5, 4E5, 4F5, 4G5, 4A5** and **4B5**

Please note:

The **4** on the left shows that the represented note is a quarter note; the **5** indicates that it is in the fifth octave.

Entering a default rest

- Press **0** to enter a quarter rest

Adjusting the length of a note

- The default note length is a quarter note (the screen uses the number 4 to represent a quarter note)
- Press **8** to increase the note's length (the number on the screen will increase)
- Press **9** to reduce the note's length (the number on the screen will decrease)

Various note lengths are represented by the numbers shown in the chart:

On-screen number	1	2	3	4	5	6	7	8
Note length	1/16	1/8	3/16	1/4	3/8	1/2	3/4	1

Adjusting a note's octave

- The default notes just entered are in the middle octave (represented on the screen by the number 5)
- Press **0** to adjust a note's octave. The octave of a note is represented by the numbers shown in the chart:

On-screen number	Represented octave
4	Lower octave
5	Middle octave
6	Higher one octave
7	Higher two octave

Adding a sharp to a note

- Press  to add a sharp #, which raises the note a semitone
- To remove a sharp from a note, press 

Please note:

A sharp cannot be added to an **E** or **B** note.

Please note:

- To modify a note after you have entered several notes, press  to move the cursor to the right of the note that you wish to change. You can then adjust the length, octave, sharp/unsharp, and so on
- Press  to select **Delete** and delete a highlighted note
- When editing the music in a channel, select **Option** to access the following options:

Play – Plays the notes in the channel

Instrument – To select the instrument that will play the notes in the channel

Time Beat – Sets the tempo (tempo range: 40 to 200)

- Once complete, press **OK** to return to the channel list

You can now repeat the above steps to create another channel of music.

When you have finished with all the channels that you wish to fill with notes, select **Option** in the channel list screen to access the following options:

Play All – Plays the polyphonic ring tone that results from mixing all channels

Play Channel – Plays the channel you have currently scrolled to (if this channel does not contain any music that you created, this option will not appear)

Save – Select this option and your mobile will automatically mix the music you have created in the channels into a polyphonic ring tone, and save in **Tools – Melodies – My Melodies**. Press **OK** and enter a name for the ring tone

Stop watch

- Scroll to **Stop Watch** and press **OK**
- Press **OK** to start the stopwatch
- While the stopwatch is running, you can press **[]** to select **Split** and save up four elapsed times (such as in a race). The display will show the saved times in the lower part of the screen
- Press **OK** to halt the stopwatch
- Once the stopwatch has stopped, select **Reset** to zero the stopwatch



Please note:

Pressing **[]** to select **Back** while the stopwatch is running will bring up the **Quit?** warning message although the stopwatch will continue to run. Selecting **Yes** will stop the stopwatch and **No** will return to the timer screen.

Countdown timer

- Scroll to **Countdown Timer** and press **OK**
- Enter the amount of time to count down – this can be up to 23 hours, 59 minutes and 59 seconds
- Press **OK** to start the timer
- When the countdown has finished, the screen will display **Time's up**
- Select **Exit** to leave the screen

Please note:

You can press **OK** at any time to stop the countdown timer.

Memory status

- Scroll to **Memory Status** and press **OK**

This shows the amount of memory, including space for storing pictures, animations, and ring tones on your mobile.

The amount will be displayed as **Free Space**.



Settings

The settings menu is used to set basic parameters for your mobile such as language, time and date, profiles, security, network and call settings.

- In the main menu scroll to **Settings** and press **OK**

Wallpaper

Your mobile says a lot about you so ensure you choose the wallpaper for your main display's standby screen carefully.

- Scroll to **Wallpaper** and press **OK**
- To select an image/animation to use, scroll through the list of images/animations available



You can then do the following tasks:

- Select **Option** by pressing  and select;

View – to view the image/animation

Send – to send the image/animation to someone attached in a text message

Information – to find out the name, size and origination of the image



- Select **OK** to confirm your selection

You can also download celebrity photos, cartoons and other graphics from O₂ Active in a few easy clicks and give your mobile a new look. Please refer to page 103 for more information.

Date and time

You can set the time and date, as well as the format in which the time and date will be displayed on the start up screen.

- Scroll to **Date & Time** and press **OK**

Time

- Select **Time** by pressing **OK**
- Press  to choose between the **Auto** or **Set** mode, then press **OK**



Auto

This is the automatic time zone adjustment. If during travel, you move between time zones, your mobile will automatically adjust the time displayed on the screen so that you always have access to accurate local time.

Set

Your mobile will always display the time you set even if you travel into other time zones.

- If you select **Set** you can then complete the time and date fields

Format

- In the **Date & Time** menu select **Format**

From here you can decide the format in which the time and date appear in the standby screen.

Secondary time

- In the **Date & Time** screen select **Secondary time**

Allows you to display the local time as well as the time in another designated zone on the standby screen.

Profiles

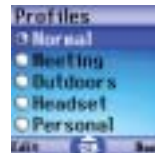
Change the settings that determine how your mobile alerts you to an incoming call – whether through a ring tone or a vibrating alert.

- Scroll to **Profiles** and press **OK**
- Press  and scroll to the profile that best suits the environment you are in
- Then press **OK** to activate

Choose from the following:

Normal

This is the default profile. Once activated the display's status bar will show the  icon.



Meeting

The options in this profile have been preset to suit a meeting environment e.g. no audible ring tone or keypad tones. Once activated the display's status bar will show .

Outdoors

The options in this profile have been preset to suit an outdoor activity e.g. the highest volume ring tone or activation of both ring tone and vibrating alerts. Once activated the display's status bar will show 🌞.

Headset

This profile is only active when a hands-free kit is attached to your mobile. Once activated the display's status bar will show 📞.

Personal

You can use this profile as a group of custom settings, and rename the profile if desired. Once activated **Personal** will appear beside 🧑 in the display's status bar.

You can also rename this profile so that the name you choose will appear on the standby screens. Please refer to **Rename** on page 159.

You can adjust the settings for each of the profiles to suit a particular environment.

- Scroll to the desired profile and press  to select **Edit**

Then select one of the available options;

Vibrate

- Ring only
- Vibrate only
- Ring and vibrate
- Vibrate then ring



Tones

Choose from a selection of ring tones. Scroll to your preferred ring tone and press **OK** to select.

You can also download your favourite tunes and save them as your ring tone from O₂ Active. Please refer to page 103 for more information.

Messages

Choose a tone to alert you when you receive a message.

Alarm

Select the ring tone for your alarm clock.

Calendar

Choose a ring tone for the alarms set for events or reminders on your calendar.

Keypad

Determines whether keypad tones are played when keys are pressed.

Tone Volume

Press  to adjust the ring tone volume or mute the ring tone.

Answer mode

- **Send key** – allows incoming calls to be answered only by pressing 
- **Any key** – allows incoming calls to be answered by pressing any key except , which is used to reject incoming calls

Rename

Allows you to provide a new name for the profile (only available for the personal profile).

Restore

To return all settings to the original factory settings.

Please note:

The restore setting requires a password. The default for this is **1234**.

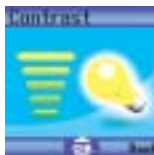
Display

Adjust your mobile's display settings including the welcome note, outer display and more...

- Scroll to **Display** and press **OK**
- Then select the following options:

Contrast

- Adjust the contrast of the screen's display using ☺ and press **OK** to confirm

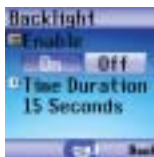


Brightness

- Adjust the brightness of the mobile's display backlighting using ☺ and press **OK** to confirm

Backlight

Turn your mobile's keypad and display backlighting on or off and also set the length of time that the backlighting remains activated after a key has been pressed or the flip is opened.



- To adjust the backlight, scroll to **Time Duration** and press **OK** to select **Edit**
- Then set the length of time and press **OK** to confirm

Welcome message

You can enter a greeting, set an animation/picture and select the music that is played each time your mobile is turned on.

Animation – select to display animation only

Image – only the picture selected in this option will be displayed. Images that have been saved from messages or downloaded from O₂ Active can also be set for use in the welcome screen

Text – only the welcome message entered in this option will be displayed. Your welcome message is limited to 15 characters

Image and text – the picture and welcome message will be displayed

Off – to return to the original factory settings

Outer display

Animation

Select the animations you want to show on your mobile's external display.

- Press  to make your selections
- When finished press 

Duration

Amend the length of time the external display's animations are activated.

- **Default** – the time and animations will go through one cycle and then power off. To activate again press the volume key or open and close the flip
- **Cycle** – the time and animations will go through one cycle and then power off for 15 seconds before it repeats the cycle again

- **Always on** – the external display will remain on, cycling continuously through displays of the time and animations

Please note:

The external display drains power from the battery when it is on so selecting **Cycle** or **Always on** will reduce battery life.



Audio

This menu allows you to set various sounds that the mobile uses, such as Tones, Messages, Alarm, Calendar as well as the Tone Volume and Call Volume.

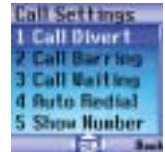
- Scroll to **Audio** and press **OK**. Then select from the options available

Please note:

Some of the options provided in this menu and the Profiles menu are identical. Please refer to **Profiles** on page 155.

Call settings

- Scroll to **Call settings** and press **OK**
- Then select from the following options:



Call divert*

Forward incoming calls to another designated phone number or your Voicemail.

Forward all – forwards all incoming calls. After the **Forward all** mode is activated **+** will be displayed in the standby screen

When busy – forwards calls when you are on another call

* Pay & Go customers can only divert to Voicemail 901.

No reply – forwards calls when you do not answer

Not reachable – diverts calls when your mobile is turned off or outside network coverage

Cancel all – to cancel all call forward settings

Call barring*

You can lock your mobile to reject incoming calls or bar outgoing calls, domestic or international. Call barring is a password protected network service, and details should be acquired from O₂ Customer Service.

All outgoing – blocks dialling of any calls from your mobile

Intl. out – if activated no international calls can be made from your mobile

Intl. except home – if activated, your mobile can only be used to dial local calls and calls to your home country from abroad. Other international calls will be barred

All incoming – rejects all incoming calls

Incoming when roaming – if you are in another country (using roaming), activating this option will cause your mobile to reject all incoming calls

Cancel all – cancels all call barring settings. You must enter your password in order to cancel these settings

Change password – To change your password

Call waiting*

If there is an incoming call when you are in the middle of another call, the screen will display the number of the incoming call and call waiting message to alert you.

Auto redial

If there is no answer at a number you have dialled, your mobile will automatically redial.

Show number

You can decide whether or not to display your phone number on the recipient's phone when you make a call.

On – the recipient's phone will display your phone number

Off – your phone number will not be shown on the recipient's phone

Preset – whether your phone number will be displayed on a recipient's phone will be determined by the default set by O₂

Please note:

If this feature is turned off, you may not be able to make phone calls in certain countries, such as Singapore and China.

* Available to Pay Monthly customers only.

Fixed dial number*

After this feature is activated, your mobile will only be able to dial numbers on the fixed dial number list. If a number is not on the list, calls cannot be made to this number.

Before activating the fixed dial number feature:

- Select **View**, then **Option** and select **Add** to create a fixed dial number list
- Enter the PIN2 code, and then add a new number to your fixed dial number list

After creating the list, you can view, edit and delete numbers in the list.

Please note:

If the PIN2 code is entered incorrectly three consecutive times, the PIN2 code will be locked down. You will need the PUK2 code to unlock the PIN2 code. Contact Customer Service to obtain the PUK2 code.

Active line*

You can use two different phone numbers on one mobile, designating one number for dialling calls, while accepting incoming calls dialled to both numbers.

Connect alert

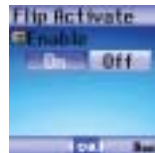
Activating this feature enables your mobile to provide a ring tone or vibrating alert, or flash the backlighting when the recipient of a call has answered.

Minute beep

Once this option is activated, your mobile will emit a beep once every minute during a call.

Flip activate

Select to activate/deactivate the active flip feature. By activating the active flip feature you will be able to answer your mobile by opening the flip.



* Available to Pay Monthly customers only.

Network*

Mode selection

You can choose whether the network selection mode that your mobile uses when turned on is automatic or manual.

Automatic – when outside the coverage of your regular network, your mobile will automatically search for usable networks

Manual – when outside the coverage of your regular network, your mobile will list available networks and allow you to choose

Available list

This will show a list of countries available for you to select.

Band setting

According to your requirements, you can set an appropriate band in the GSM network system.

Connection mode

Set your mobile to search for a GPRS / GSM network when it is turned on.

GPRS & GSM – when it is turned on, your mobile will search for available GPRS and GSM networks

GSM only – when it is turned on, your mobile will search only for a GSM network

Security

Prevent unauthorised use of your mobile by using a PIN code, phone password and SIM card lock.

PIN code

A PIN code will prevent unauthorised use of the SIM card. Unless the correct PIN code is entered when your mobile is turned on, the SIM card cannot be used, even if it is inserted in another mobile.

PIN1 code

Select to activate/deactivate or change the PIN1 code. To change the PIN1 code, you must press  in the **Enable** item to select **On**, so that you will be able to enter and confirm the new password.

* Only available whilst abroad with your O2 X2 mobile.

PIN2 code*

Used to change the PIN2 code. The procedure is the same as for the PIN1 code.

Phone lock

Select to activate/deactivate or change your mobile's startup password which prevents unauthorised use of your mobile.

Once activated, your mobile will be locked down when it is turned on unless this password is correctly entered. If an incorrect password is entered, your mobile will remain locked down, and cannot be unlocked even if the SIM card is replaced by another one. When the mobile is locked, you will only be able to make emergency calls.

The procedure for setting the phone lock password is the same as for the PIN1 code and the default password is **1234**.

SIM lock

Used to prevent unauthorised use of your mobile with other SIM cards. After you activate the SIM lock, only the SIM card present when the feature was activated will be accepted by the mobile.

* Available to Pay Monthly customers only.

Before setting the SIM lock feature, you must enter the previously set SIM lock password – the default password is **1234**. Your new password must be between 4 and 8 digits in length.

Please note:

Your mobile can recognise up to three different SIM cards. The first time you enter a new SIM card your mobile will request the SIM lock password. If entered correctly, the mobile will be able to recognise the new SIM card and use it normally. The next time your mobile is turned on with this SIM card inserted, you will not be asked to enter the SIM lock password again.

Screen lock

Once activated, if you don't perform any tasks for a set period of time, your mobile will automatically activate the screensaver shown on the right, the purpose being to prevent personal information on your mobile from being viewed by others.



To return to the original screen, after pressing any key, you must enter the password you set for this feature.

To set the screen lock feature

- Enter the default Screen lock password which has been preset as **1234**
- In the **Enable** option, press ☐ to select **On**
- Scroll to **Timeout** and press to select **Edit** or press ☐ to set the period of inactivity before your mobile enters screen lock mode
- Complete all the settings and press **OK** to confirm

You will then be prompted to either change the password

- If you do not wish to change the password press **OK** to activate the screen lock feature using the previously set password
- To change the password, enter the new password in the **New Password** and **Confirm** fields, then press **OK** to confirm and activate the screen lock feature

Power saving mode

After you activate the power saving mode, keypad and display backlighting will be turned off, as will the status indicator lights on the flip, in order to conserve power.

Language

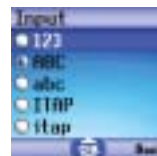
Select to choose the language your mobile will use to display information.

Factory reset

Restores all of your mobile's settings to their factory defaults.

Input

You can set the default input mode that will be automatically activated whenever you open the editing window for entering information into a text message or the phone lock.





Chapter 5

Miscellaneous

- Abbreviations and Acronyms
- Questions and answers
- Technical data

Abbreviations and Acronyms

What is roaming?

Roaming allows you to move from one base station (cell) to another or from one network to another without affecting the call.

What is digital?

Early mobile phones relied on analogue systems. Analogue radio systems transmit the voice signal in its original form, whereas digital technology transforms the microphone signal into number sequences (digits) and transmits these. When received, the digital signal is decoded so that you can hear the sender's voice. Digital signals do not degrade in quality as long as the data is received, and they can be compressed to take up less memory.

What is tri-band?

A tri-band mobile has the capability to automatically switch between frequencies. It can therefore operate on three frequency bands, e.g. 900 Mhz, 1800 Mhz and 1900 Mhz. The O₂ X2 is a tri-band mobile.

What is a SIM?

Subscriber Identity Module or SIM is the little gold-plated plastic card that you get from O₂ and which holds the unique data the network needs to identify your mobile.

What is PIN* and what is PUK?

Access to use a mobile is most often protected by a code known as 'PIN' – Personal Identification Number. Your SIM card comes with a default PIN that you can change to any code you prefer. See page 171 for details. If you forget your code, or by mistake enter a faulty code three times in a row, the SIM card will lock. To unlock, you must enter the Personal Unblocking Key or 'PUK' code which you can get from O₂ Customer Service.

What is IMEI?

IMEI stands for International Mobile Equipment Identifier and is an identification system that can recognise every mobile by a specific number. If a mobile is stolen, the IMEI system is capable of blocking it on all network operators that support the system.

* Pay & Go mobiles are not set up with a default PIN code.

What is WAP?

Wireless Application Protocol or WAP is a standard developed for mobile phones. It was designed to give quicker access to mobile content than existing web protocols. Using WAP will open services to you such as O₂ Active which offers a wide variety of mobile services and entertainment.

What is GPRS?

General Packet Radio System is a service protocol built on GSM technology. GPRS allows several mobile phone users to share the same connection. Charges may therefore be based on the amount of transferred data rather than on airtime.

What is CSD?

A wireless service protocol used for WAP. CSD stands for Circuit Switched Data and will enable continuous connection and payment by the amount of time spent on connection.

What is a URL?

Uniform Resource Locator or URL is an address system used on the Internet. All WAP homepages have a unique address, allowing browsers to distinguish one from the other. A WAP URL always starts with the text string: http://wap followed by the address.

What is APN?

APN stands for Access Point Name and is basically a URL address on the Mobile Internet.

What is ISP?

ISP stands for Internet Service Provider.

Questions and answers

Q: Why does my mobile not turn on when I press the  key?

A: The key press has been too short or the mobile has shut down because the battery power level is too low to make calls. Recharge the battery fully.

Q: The stand-by time seems too short. Why is this?

A: You have made excessive use of the games or the organiser, or the display light has been on continuously due to unintentional key activation.

Q: My mobile displays 'Insert SIM', what does this mean?

A: You must insert the SIM before you can use the mobile. If it is already installed, remove and clean the blank area with a dry cloth, then reinsert.

Q: My mobile displays 'INVALID SIM', what does this mean?

A: The mobile is SIM-locked and will not accept the inserted SIM. Insert the correct SIM or contact your dealer.

Q: My mobile displays 'EMERGENCY CALLS ONLY', what does this mean?

A: Your SIM card is not properly installed or configured, or you are out of network range.

Q: My mobile displays 'NO NETWORK', what does this mean?

A: You are outside network range or there is no clear path to the transmitter. If you are inside a building, try moving towards a window.

Q: Some calls are not processed. What is wrong?

A: A call bar has been set to restrict mobile usage. Check call barring and cancel as necessary.

Q: Someone else is receiving my calls. What is wrong?

A: The mobile has been set to forward your calls to another number. Cancel call forwarding as necessary.

Q: Can I send and receive emails and surf the Mobile Internet on my mobile?

A: Yes. Your mobile has WAP capability, which means that you can access the Mobile Internet from your mobile. For sending and receiving emails, please contact O₂ Customer Service.

Q: What is ITAP?

A: ITAP text input is a predictive text editor that allows you to type using just one click per letter and saves you time when writing SMS, text entries, etc.

Q: What type of networks are supported?

A: Check the technical specifications on page 185.

Q: Can I use my mobile inside a car?

A: Please refer to 'Driving Safety' on page 194.

Q: How do I clean my mobile if it becomes soiled?

A: See 'Mobile care' on page 190.

Q: My mobile has been lost or stolen. What do I do?

A: Contact O₂ Customer Service immediately to close your account and prevent misuse. If your mobile has been stolen you should report the incident to the local police.

Q: How do I reset my mobile to factory defaults.

A: Enter the Settings menu and scroll to 'Restore settings' and when prompted enter the code.

Technical data

Size: H 81 x W 44 x D 21(mm)

Weight: 89g

Talk time: 2 - 3.5 hours

Standby time: 80-170 hours

Display: 65k colour screen
(128 x 128 pixels)

Camera: VGA camera with
night mode

Band: Tri-band

GPRS: Class 10

Accessories

Contact local retailer

Personalised features

Greeting

Wallpaper

Polyphonic ring tones

Screensavers

Flashing LED

Digital external display

Leisure

Get into O₂ Active

Download games from
O₂ Games Arcade

Organising features

Calendar

Alarm

Calculator

To do list

Notes

Voice Memo



Chapter 6

Safety

- Safety information for mobiles
- Mobile care
- Driving safety
- Electronic devices
- Other safety guidelines
- Cautions
- R&TTE Directive 1999/05/EC

Safety information for mobiles

Read this information

Your radio is a low power radio transmitter and receiver. When it is on, it receives and also sends out radio frequencies (RF) signals which are absorbed by the body. The Specific Absorption Rate or SAR value as it is more commonly known is an indication of the amount of radiation that is absorbed whilst using a cellular phone, the higher the SAR rating the more radiation that is absorbed.

In Europe, the European Council Recommendation 519/1999/EC for exposure guidelines, adopted the recommendations made by the International Commission on Non-Ionising Radiation Protection (ICNIRP Guidelines 1998). The guidelines provide the maximum recommended safe levels for Specific Absorption Rate (SAR). In Europe this is 2.0 Watts/Kg in 10g of tissue.

That the Test Specification Standards used are Cenelec agreed and EU Harmonised:

EN 50360:2000 Product standard to demonstrate the compliance of mobile telephones with the basic restrictions related to human exposure to electromagnetic fields (300 MHz – 3 GHz)

EN 50361:2001 Basic standard for the measurement of Specific Absorption Rate related to human exposure to electromagnetic fields from mobile phones (300 MHz – 3 GHz)

The SAR value of this device is 0.772 Watts / kg as measured according to the above standards.

Mobile care

Your mobile is a state-of-the-art electronic device that will serve you well for many years provided it gets the minimum of care and attention from you.

You should never attempt to open the mobile casing.

There are no user-serviceable parts inside, and you might damage sensitive electronic circuits and components.

Unauthorised disassembly will void the warranty.

You should never leave your mobile in the window of your car or otherwise expose it to strong sunlight or excessive heat for a prolonged period of time as this may damage it.

You should never handle your mobile with wet hands or expose it to moisture or liquids of any kind. Continuous changes from a cold to a warm environment may lead to condensation inside the mobile, resulting in corrosion and possible damage.

If you pack your mobile in your suitcase during travel, beware not to damage it. Cramming a suitcase may crack the LCD display. Remember to switch off your mobile during air travel.

As with all other radio devices, touching the built-in antenna area during telephone conversation may impair the quality and lead to shorter standby time due to increased power consumption.

The battery

Your mobile is equipped with a high-performance Li-Ion battery. Optional battery types may be available, check with your local retailer. Observe the maintenance guidelines and your battery should give you a long service life.

- At the beginning of the battery's life, fully charge and discharge (let it go flat) three times
- Avoid repeated short charging. It is preferable to let the battery go flat and then recharge it completely
- Avoid charging in strong heat or extreme cold. Ambient room temperature is preferable. The battery has its optimum performance in an ambient temperature of +5 °C to +50 °C
- Don't store a battery near a fire or heat source
- Use only the battery approved by the manufacturer
- Never replace the battery with a non-approved battery
- Never try to open the battery as it contains substances that might be harmful if swallowed or allowed to come into contact with unprotected skin

- Never short-circuit the battery, as it may overheat and cause a fire. Keep away from jewellery and other metal objects
- Never dispose of the battery in a fire. It could explode and release harmful substances into the environment
- Never dispose of the battery with your regular household waste. Take it to a hazardous material collection point

The charger

- Use only the charger supplied with your mobile.
- Never pull the charger cord to release it from the mains
 - pull the charger itself

Cleaning and storing

- Your mobile should always be handled with care and protected from dirt, dust and damp. To avoid scratches, never place your mobile face down
- If cleaning is necessary, switch the mobile off and wipe carefully with a soft, slightly damp (not wet) cloth. Allow the mobile to dry completely before switching it on. Never use solvents for cleaning
- If you are not going use your mobile for some time, fully charge the battery and store the mobile in a dry place away from direct sunlight. Your mobile should be switched off during storage
- Never expose your mobile to heat or strong sunlight
- Never expose your mobile to moisture or liquids of any kind
- Do not paint your mobile or otherwise block the keypad, microphone or earpiece function, i.e. with stickers

Driving safety

O₂ fully supports the new legislation announced by the Department for Transport, banning the use of handheld mobile phones whilst driving. It is an offence whilst driving to hold a mobile or cradle it in your neck, at any point during the setup, making or taking of a phone call, text message or any other data related mobile communication. Use of fully installed car kits are still permitted, as are the use of alternate hands-free accessories.

In the interest of safety, we would recommend use of a cradle whilst using any form of hands-free accessory. When driving we recommend that you use voicemail wherever possible, and that you listen to your messages when you are not in the car. If you must make a hands-free call when driving keep it brief.

An airbag inflates with great force. **Do not** place objects, including both installed or portable wireless equipment, in the area over the airbag or in the air bag deployment area. If in-vehicle wireless equipment is improperly installed and the air bag inflates, serious injury could result.

WARNING: Failure to follow these instructions may lead to serious personal injury and possible property damage.

Electronic devices

Most modern electronic equipment is shielded from RF energy. However, certain electronic equipment may not be shielded against the RF signals from your mobile.

Pacemakers

The Health Industry Manufacturers' Association recommends that a minimum separation of six (6") inches be maintained between a mobile and a pacemaker to avoid potential interference with the pacemaker. These recommendations are consistent with the independent research by and recommendations of Wireless Technology Research.

If you have a pacemaker:

- **Always** keep your mobile more than six inches from your pacemaker when it is turned on
- Do not carry your mobile in a breast pocket
- Use the ear opposite the pacemaker to minimise the potential for interference
- If you have any reason to suspect that interference is taking place, turn your mobile **off** immediately

Other safety guidelines

Hearing aids

Some digital mobiles may interfere with some hearing aids. In the event of such interference, call Customer Service to discuss alternatives.

Other medical devices

If you use any other personal medical device, consult the manufacturer of your device to determine if they are adequately shielded from external RF energy. Your physician may be able to assist you in obtaining this information. Turn your mobile **off** in healthcare facilities when any regulations posted in these areas instruct you to do so. Hospitals or healthcare facilities may be using equipment that could be sensitive to external RF energy.

Vehicles

RF signals may affect improperly installed or inadequately shielded electronic systems in motor vehicles. Check with the manufacturer or its representative regarding your vehicle. You should also consult the manufacturer of any equipment that has been added to your vehicle.

Posted facilities

Turn your mobile **off** where posted notices so require.

Aircraft

Regulations prohibit using your mobile while in the air. Switch **off** your mobile before boarding an aircraft.

Blasting areas

To avoid interfering with blasting operations, turn your mobile **off** when in a 'blasting area' or in areas posted: 'Turn off two-way radio.' Obey all signs and instructions.

Potentially explosive atmospheres

Turn your mobile **off** when in any area with a potentially explosive atmosphere and obey all signs and instructions. Sparks in such areas could cause an explosion or fire resulting in bodily injury or even death.

Areas with a potentially explosive atmosphere are often, but not always, clearly marked. They include fuelling areas such as petrol stations; below deck on boats; fuel or chemical transfer or storage facilities; vehicles using liquefied petroleum gas (such as propane or butane); areas where the air contains chemicals or articles, such as grain, dust, or metal powders; and any other area where you would normally be advised to turn off your vehicle's engine.

Cautions

Your mobile is a high quality piece of equipment. Before operating the equipment, read all instructions and cautionary markings on (1) AC Adaptor (2) Battery and (3) Product Using Battery.

- **Do not** use this equipment in an extreme environment where high temperature or high humidity exists
- **Do not** abuse the equipment. Avoid striking, shaking or giving it a shock. When not using the unit, lay it down to avoid possible damage due to instability
- **Do not** expose this equipment to rain or spilled beverages
- **Do not** use unauthorised accessories
- **Do not** disassemble the mobile or its accessories. If service or repair is required, return the unit to an authorised service centre. If the unit is disassembled, the risk of electric shock or fire may result
- **Do not** short-circuit the battery terminals with metal items etc

R&TTE Directive 1999/05/EC

The O₂ X2 mobile phone conforms to all the essential requirements of the EU Directive 1999/5/EC (R&TTE) based on compliance with the following European Harmonised Standards:

EN55022:1998	3GPP TS 51.010 -1	EN60950:2000
EN61000 – 3-2 & 3-3	ETS EN 301 489-1/-7	EN50360 /361:2001
EN50082-1:1998		

This product is marked with  in accordance with the R&TTE Directive, 1999/5/EC Annex IV and is intended for use with in the EU/EFTA member states.

Austria, Belgium, Denmark, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Liechtenstein, Luxembourg, The Netherlands, Norway, Portugal, Spain, Sweden, Switzerland and United Kingdom.

Mandatory statements

We hereby declare that the O₂ X2 is in conformity to all the essential requirements of Directive 1999/5/EC.

Wir möchten hiermit bekanntgeben, daß das oben genannte Produkt in Übereinstimmung mit allen erforderlichen Bedürfnissen der 1999/5/EC Direktive steht

Certificamos que el aparato es conforme con lo establecido en las disposiciones de la Directiva 1999/5/CE.

Nous déclarons que le produit référencé ci-dessus satisfait aux exigences R&TTE 1999/5/EC qui lui sont applicables.